

JOGOS para o seu SPECTRUM 16K

ENVIE-NOS OS SEUS PROGRAMAS E GANHE UM PRÊMIO

HÁ CENTENAS e centenas de portugueses, jovens e menos jovens, interessados nos jogos para computadores. Muitos deles têm inventado programas e gostariam de os ver testados e publicados.

Envie-nos os seus programas de jogos para computador.

devido à sua preponderância no mercado português, damos natural preferência, mas não o exclusivo, aos programas para Spectrum 16K e 48K. Os autores dos programas publicados terão direito a um prémio uma assinatura semestral gratuita dos JOGOS SORTIDOS e um álbum do JORNAL DA BANDA DESENHADA.

Colabore conosco. Mostre que em Portugal há tão bons inventores de jogos como no estrangeiro!

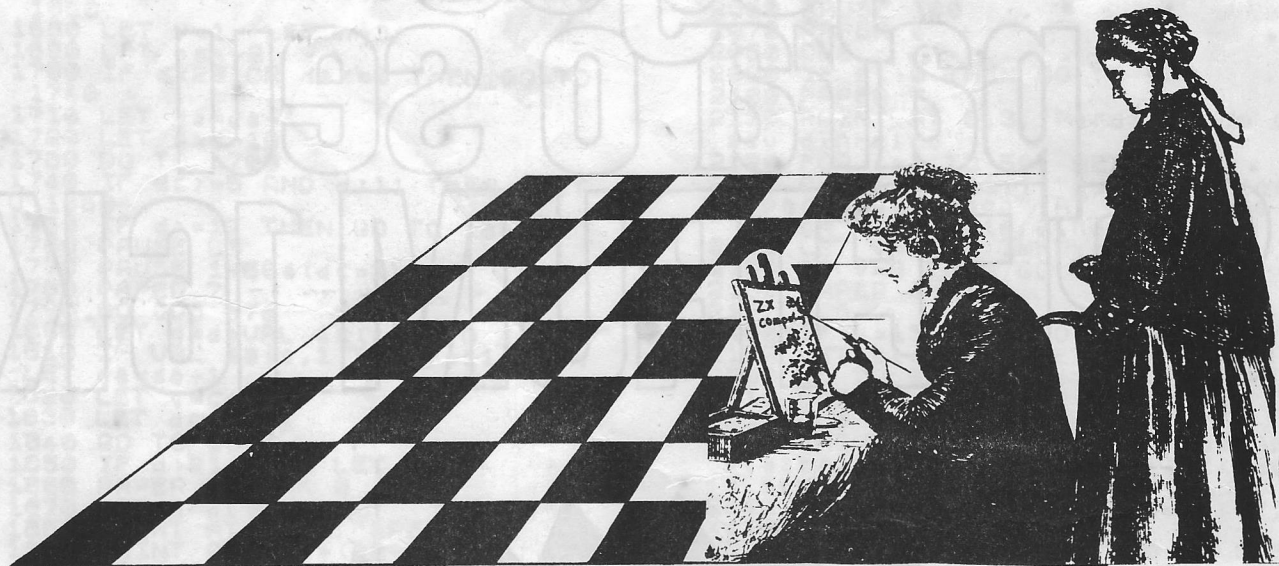
O ÉXITO da introdução de programas para jogos de computadores na nossa revista confirma-se através de um dado muito concreto: apesar do aumento de tiragem a que procedemos, os JOGOS SORTIDOS esgotaram em dezenas de postos de venda. Por isso, fazemos novo aumento de tiragem neste número.

Um segundo aspecto animador é o número de mensagens de apoio que recebemos de leitores de sempre dos JOGOS SORTIDOS e que se podem sintetizar do seguinte modo: a revista melhorou e não perdeu as suas características.

Vamos, pois, continuar por este caminho de renovação, contando sempre com a colaboração dos nossos leitores

MARCOS CRUZ

DAMAS



Neste jogo a DAMA deloca-se apenas de casa em casa.

Só é permitido COMER uma pedra de cada vez.

A dama anda p/ trás ou p/frente.

Os movimentos múltiplos não são permitidos.

```

1 PRINT AT 7,10;"ATENCAO"
2 PRINT : PRINT "Neste Jogo a
DAMA desloca-se apenas de casa
em casa"
3 PRINT
4 PRINT "So e permitido COME
R: Uma pedrada cada vez"
5 PRINT : PRINT "a dama anda
p/ tras ou p/frente"
6 PRINT : PRINT "os movimento
s multiplos nao sao permitidos"
8 FOR I=1 TO 1500: NEXT I
10 CLEAR 32019
11 PRINT AT 10,10;"um momento"
20 GO SUB 9000
30 RESTORE 70
40 BORDER 7: PAPER 7: INK 0: C
LS
50 FOR X=32420 TO 32420+89
60 READ a: POKE x,a: NEXT X
70 DATA 0,255,255,255,255,255,255,25
5,255,255,255
71 DATA 0,1,0,1,0,1,0,1,0,255
72 DATA 1,0,1,0,1,0,1,0,1,0,255
73 DATA 0,1,0,1,0,1,0,1,0,1,0,255
74 DATA 0,0,0,0,0,0,0,0,0,0,0,255
75 DATA 0,0,0,0,0,0,0,0,0,0,0,255
76 DATA 0,0,0,0,0,0,0,0,0,0,0,255
77 DATA 0,0,0,0,0,0,0,0,0,0,0,255
78 DATA 0,0,0,0,0,0,0,0,0,0,0,255
79 DATA 0,255,255,255,255,255,255,25
5,255,255,255
80 FOR x=USR "a" TO 63+USR "a"
90 READ a: POKE x,a: NEXT x

```

```

100 DATA 0,7,31,63,63,127,127,1
27
101 DATA 0,224,248,252,252,254,
254,254
102 DATA 127,127,127,63,63,31,7
,0
103 DATA 254,254,254,252,252,24
8,224,0
104 DATA 0,7,31,60,56,116,98,97
105 DATA 0,224,248,60,28,46,70,
134
106 DATA 97,98,116,56,60,31,7,0
107 DATA 134,70,46,28,60,248,22
4,0
110 PRINT " A B C D E F G H":
PRINT
115 LET d=5: LET l=3
120 FOR y=1 TO 8: PRINT AT y+y,
0:y:" "
130 FOR z=1 TO 2: FOR x=1 TO 4
140 PRINT PAPER d:" "; PAPER l
: NEXT x: PRINT : PRINT "
": NEXT z
150 LET t=d: LET d=l: LET l=t
160 NEXT y
170 LET p=1
180 FOR x=2 TO 8 STEP 2
190 LET c=0: LET y=1: GO SUB 10
00: LET y=3: GO SUB 1000
200 LET c=2: LET y=7: GO SUB 10
00: NEXT x
210 FOR x=1 TO 7 STEP 2
220 LET c=0: LET y=2: GO SUB 10
00
230 LET c=2: LET y=6: GO SUB 10
00: LET y=8: GO SUB 1000: NEXT x
300 GO SUB 2000
310 GO SUB 3000
320 GO TO 300
1000 PAPER l: INK c: PRINT AT y+
y,x+x;
1005 IF p=0 THEN PRINT " "
1010 IF p=1 THEN PRINT "♙"
1020 IF p=2 THEN PRINT "♚"
1030 PRINT AT y+y+1,x+x;
1035 IF p=0 THEN PRINT " "
1040 IF p=1 THEN PRINT "♜"
1050 IF p=2 THEN PRINT "♞"
1060 RETURN
2000 PAPER 7: INK 0: PRINT AT 6,
22;"MOVIMENTO"
2010 BEEP ,5,10: PRINT AT 7,22;"
Desde: ";
2020 PRINT AT 8,22;"ATE : ";
2030 LET l=7: GO SUB 4000: LET f
x=x: LET fy=y

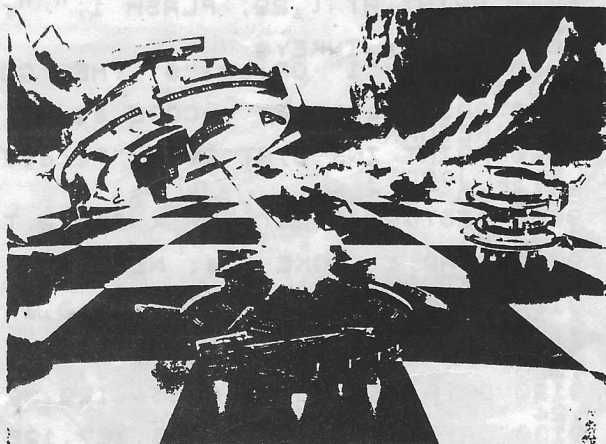
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2000 LET fp=32419+9*fy+fx: LET f
2010 IF fp
2020 IF f<>2 AND f<>130 THEN GO
TO 2010
2030 LET l=8: GO SUB 4000: LET t
2040 LET ty=y
2050 LET tp=32419+9*ty+tx: LET t
2060 IF
2070 LET dx=tx-fx: LET dy=ty-fy
2080 IF (ABS dx<>1 AND ABS dx<>2
) OR ABS
2090 dx<>ABS dy THEN GO TO 2
010
2100 IF (dy=1 OR dy=2) AND f=2 T
HEN GO
2110 GO TO 2010
2120 IF ABS dx=1 THEN GO TO 2500
2130 IF t<>0 THEN GO TO 2010
2140 LET Jx=fx+dx/2: LET Jy=fy+d
/2
2150 LET Jp=32419+9*Jy+Jx: LET J
2160 IF Jp
2170 IF J<>1 AND J<>129 THEN GO
TO 2010
2180 LET c=2: LET p=0: LET x=fx
2190 LET y=fy: GO SUB 1000: POKE fp,
f
2200
2210 LET p=1: IF f=130 OR ty=1 T
HEN
2220 LET p=2
2230 LET x=tx: LET y=ty: GO SUB
1000: POKE tp, f: IF y=1 THEN PO-
KE tp, 130
2240 LET p=0: LET x=Jx: LET y=Jy
2250 GO SUB 1000: POKE p, 0
2260 RETURN
2270 IF t<>0 THEN GO TO 2010
2280 LET p=0: LET c=2: LET x=fx:
2290 LET y=fy: GO SUB 1000: POKE fp,
f
2300
2310 LET p=1: IF f=130 OR ty=1 T
HEN
2320 LET p=2
2330 LET x=tx: LET y=ty: GO SUB
1000: POKE tp, f: IF y=1 THEN POK
E tp, 130
2340 RETURN
2350 IF p=USR 32020
2360 PRINT AT 7: INK 0: PRINT AT 10
: "Spectrum"
2370 PRINT AT 11,22: "desde: "
2380 PRINT AT 12,22: "ate "
2390 FOR i=1 TO 50: NEXT i
2400 IF mp=0 THEN GO TO 3900
2410 LET mp=INT (mp/255): LET ty
=32419+9*fy
2420 LET tx=INT (ty/16): LET ty=
ty-16*tx
2430 LET tx=INT (ty/16): LET ty=
ty-16*tx
2440 LET x=fx: LET y=fy: LET z=1
2450 GO SUB 3500: LET x=tx: LET y=
ty: LET z=12: GO SUB 3500
2460 LET p=0: LET x=fx: LET y=fy
2470 GO SUB 1000
2480 LET tp=32419+9*ty+tx: LET t
2490 IF tp
2500 LET p=1: IF t=129 THEN LET
p=0
2510 LET c=0: LET x=tx: LET y=ty
2520 GO SUB 1000
2530 IF ABS (tx-fx)<>2 THEN RETU
RN
2540 LET x=fx+(tx-fx)/2: LET y=
fy+(ty-fy)/2
2550 LET p=0: GO SUB 1000: RETU
RN
2560 PRINT AT z,20: CHR$ (x+64), C
HR$ (y+48): RETURN
2570 PRINT INK 0; AT 20,0: OK gan
hou
2580 PRINT AT 21,0: "Outro Jogo ?
"
2590 IF INKEY$="" THEN GO TO 390
0
2600 IF INKEY$="V" THEN GO TO 50
00
2610 STOP
2620 PRINT AT l,20: FLASH 1;" ";
CHR$ 0;
2630 LET a$=INKEY$
2640 IF a$="0" THEN GO TO 5000
2650 IF a$<"a" OR a$>"h" THEN GO
TO 4010
2660 PRINT a$: LET x=CODE a$-96
2670 PRINT AT l,29: FLASH 1;" ";
CHR$ 0;
2680 LET a$=INKEY$
2690 IF a$<"1" OR a$>"8" THEN GO
TO 4050
2700 PRINT a$: LET y=CODE a$-48
2710 RETURN
2720 PRINT INK 0; AT 20,0: "Perdeu
este jogo"
2730 GO TO 3901
2740 RESTORE 9100: FOR x=32020 T
O 32301
2750 READ a: POKE x,a: NEXT x
2760 RETURN
2770 DATA 175,33,177,125,6,10,11
,35
2780 DATA 16,252,6,35,33,174,126
,125
2790 DATA 254,1,40,16,254,129,32
,24
2800 DATA 17,246,255,205,187,125
,17,248
2810 DATA 255,205,187,125,17,8,0
,205
2820 DATA 187,125,17,10,0,205,18
7,125
2830 DATA 35,35,16,219,58,182,12
5,167
2840 DATA 40,18,42,183,125,237,9
1,185
2850 DATA 125,229,126,54,0,25,54
,0
2860 DATA 26,119,24,19,58,177,12
5,167
2870 DATA 40,29,42,178,125,237,9
1,180
2880 DATA 125,126,54,0,229,25,11
9,235
2890 DATA 225,205,135,125,121,23
0,15,254
2900 DATA 8,192,26,246,128,18,20
1,1
2910 DATA 0,0,201,235,205,146,12
5,79
2920 DATA 235,205,146,125,71,201
,229,213
2930 DATA 197,17,164,126,175,237
,62,61
2940 DATA 17,9,0,60,237,62,48,25
1,1
2950 DATA 71,25,125,60,7,7,7,7
,0,0
2960 DATA 126,193,209,225,201,0,
0,0
2970 DATA 0,0,0,0,0,0,0,205
,127,254
2980 DATA 1,200,254,2,40,78,229,
125,40
2990 DATA 213,17,246,255,205,13,
125,40
3000 DATA 39,17,248,255,205,13,1
20,40
3010 DATA 31,17,0,0,205,5,126,40
3020 DATA 23,17,10,0,205,5,126,4
0
3030 DATA 15,209,225,34,178,125,
237,83
3040 DATA 180,125,62,1,50,177,12
5,201
3050 DATA 58,177,125,167,40,235,
209,225
3060 DATA 201,205,19,126,230,127
,254,2
3070 DATA 201,205,19,126,254,130
,201,229
3080 DATA 25,126,225,201,229,25,
205,19
3090 DATA 126,225,254,0,192,62,1
50
3100 DATA 182,125,34,183,125,237
,83,185
3110 DATA 125,201
3120 RUN
3130 SAVE "DAMAS" LINE 9500

```

SPECTRUM LASER



Tem apenas 15 segundos para destruir a nave inimiga

Use as teclas:

- (6) Mover para a direita.
- (6) Para subir.
- (7) Para descer.
- (8) Mover para a esquerda.
- (0) Usar o laser.

(Enter) para começar

```

1 CLS : FOR i=1 TO 10: BORDER
  AND#6: PRINT INK 0; AT 11,9: FLA
SH 1: INVERSE 1: "SPECTRUM LASER"
: PAUSE 10: NEXT i: PAPER 7: BOR
DER 7: CLS
2 PRINT : PRINT "      TEM APEN
AS 15 SEGUNDOS      PARA DESTRU
IR A NAVE INIMIGA"
3 PRINT : PRINT TAB 12; INVER
SE 1: "INSTRUCCOES"
4 PRINT : PRINT "      USE
AS TECLAS: "
5 PRINT INK 1; "      (5) MOVER
PARA A DIREITA"
6 PRINT INK 1; "      (6) PARA SU
BIR"
7 PRINT INK 1; "      (7) PARA DE
SCER"
8 PRINT INK 1; "      (8) MOVER P
ARA A ESQUERDA"
9 PRINT INK 3; "      (0) USAR O
LASER"
10 PRINT INK 4; AT 16,5; " (ENTE
R) PARA COMECAR "
11 IF INKEY$="" THEN GO TO 11
12 IF INKEY$<>"" THEN GO TO 13
14 GO SUB 6000
15 INK 2: PAPER 0: BORDER 1: C
LS
20 PRINT "
30 FOR n=0 TO 16: PRINT AT n,0
: "■"; AT n,31; "■": NEXT n
35 FOR n=0 TO 31
40 PRINT AT 19,n; "■"; AT 20,n; "
■": AT 21,n; "■"
50 NEXT n
60 PRINT FLASH 1; INK 6; AT 19,
0; "■"; AT 19,31; "■"
70 PRINT INK 7; PAPER 0; AT 20,
14; "N. ALIENS - "
80 PRINT FLASH 1; INK 4; AT 20,
11; "■"
90 PRINT FLASH 1; INK 7; AT 20,
6; "ALERTA"
500 LET r1=0: LET c=0: LET sc=0
600 REM target
605 LET a=0: " "
610 LET d=14: LET a=22

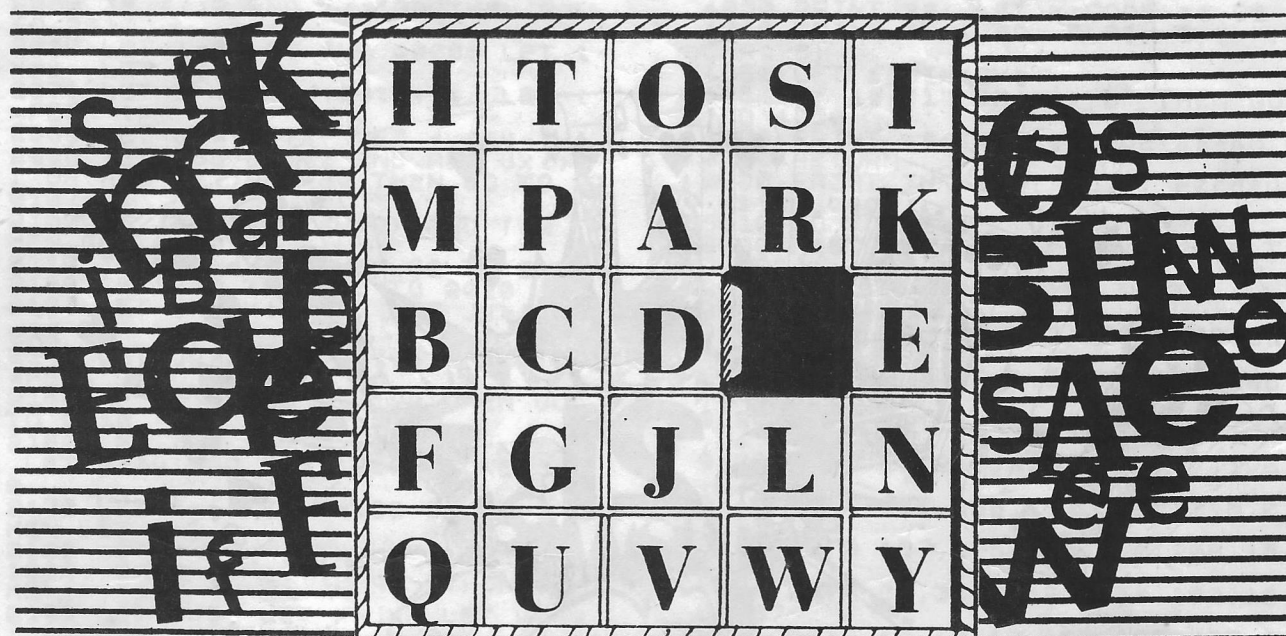
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620 LET r1=INT (RND+.5): IF r1=
0 AND d>4 THEN LET d=d-1: IF r1=
1 AND d<17 THEN LET d=d+1
630 LET r2=INT (RND+.5): IF r2=
0 AND a>2 THEN LET a=a-1: IF r2=
1 AND a<16 THEN LET a=a+1
641 IF INKEY$="6" AND a<25 THEN
LET a=a+3
642 IF INKEY$="6" AND d>3 THEN
LET d=d-3
643 IF INKEY$="7" AND d<16 THEN
LET d=d+3
644 IF INKEY$="8" AND a>2 THEN
LET a=a-3
645 LET c=c+1: IF c>=20 THEN GO
TO 6000: IF c>=10 THEN GO TO 651
:
650 PRINT AT d,a; a: GO TO 654
651 PRINT AT d,a; b: GO TO 653
652 PRINT AT d,a; c
653 IF INKEY$="0" THEN GO TO 60
60
700 BEEP .5,10
800 LET r1=r1+1
900 IF r1<30 THEN GO TO 900
910 FOR x=0 TO 0 STEP -5
920 PLOT x,10+10,175-d#6: DRAW I
NK x;40,-96
940 NEXT x
950 BORDER 2: PAPER 2: CLS
960 PRINT INK 6; AT 10,9; "LASER
DESTRUIDO": PAUSE 300: PAPER 7:
CLS : RUN
990 PRINT AT d,a; " "
1000 GO TO 620
50000 REM firing laser
60000 REM shoot
6105 FOR n=6 TO 0 STEP -6
6110 PLOT 7,24: DRAW INK n;125,6
0
6120 PLOT 246,24: DRAW INK n;-11
6,60
6125 NEXT n
6127 REM TP
6130 IF a=16 AND d=10 THEN GO TO
6134
6133 GO SUB 656
6134 GO SUB 7000
6135 LET sc=sc+1: PRINT AT 20,25
: sc:
6136 IF r1=0
6137 IF r2=10 THEN GO TO 9500
6138 LET c=0
6140 GO TO 600
70000 REM TP
7010 LET n=6 TO 0 STEP -6
7015 PRINT INK n; AT 10,15; z$
7020 FOR p=1 TO 4
7025 BEEP .05,p+10
7030 PRINT INK n; AT 10+p,15+p; z$
: AT 10-p,15-p; z$: AT 10+p,15-p; z$
: AT 10-p,15+p; z$: AT 10,15+p; z$: A
T 10,15-p; z$: AT 10+p,15; z$: AT 10
-p,15; z$
7040 NEXT p: NEXT n
7045 RETURN
8000 FOR a=0 TO 7: READ d: POKE
USR "A"+a,d: NEXT a
9500 DATA BIN 0, BIN 01000010, BIN
10011001, BIN 11111111, BIN 10011
001, BIN 01000010, BIN 0, BIN 0
9510 FOR a=0 TO 7: READ d: POKE
USR "T"+a,d: NEXT a
9520 FOR a=0 TO 7: READ d: POKE
USR "I"+a,d: NEXT a
9530 FOR a=0 TO 7: READ d: POKE
USR "E"+a,d: NEXT a
9540 DATA BIN 11100000, BIN 11000
000, BIN 11000000, BIN 11111111, BI
N 11111111, BIN 11000000, BIN 1100
0000, BIN 11100000
9550 DATA BIN 0, BIN 01111110, BIN
0111, BIN 01111110, BIN 01111110, 0
9560 DATA BIN 00000111, BIN 00000
011, BIN 00000111, BIN 11111111, BI
N 11111111, BIN 00000111, BIN 0000
0011, BIN 00000111
9570 FOR a=0 TO 7: READ d: POKE
USR "R"+a,d: NEXT a
9585 DATA BIN 01000000, 0, BIN 011
00010, BIN 00100001, 0, BIN 0001100
0, 1, BIN 10000101
9590 RETURN
9600 STOP
9650 SAVE "laser" LINE 9550
9660 RUN

```

LETTER MOVE



Escrito por ARTHUR LINDON

Ordene alfabeticamente as letras que estão dentro do quadrado no menor número de movimentos possível.

Os movimentos que fizer são registados no canto superior direito do ecran.

```

10 REM letter move
15 BORDER 5: PAPER 5
40 CLS : PRINT AT 0,0;"ORDENAC
AO DE LETRAS DO ALFABETO";AT 1,0
;"NA ORDEM DEMONSTRADA EM BAIXO-
";AT 6,2;"ABCD";AT 7,2;"EFGH";AT
8,2;"IJKL";AT 9,2;"MNO"
50 PRINT AT 6,22;"JOGADA 0"
60 POKE 23658,8
70 PRINT INK 1: AT 3,9;"*****
*****";AT 13,9;"*****"
80 FOR p=1 TO 9
90 PRINT INK 1:AT 3+p,9;"*";AT
3+p,19;"*"
100 NEXT p
110 FOR q=1 TO 5
120 PLOT 16*q+68,139: DRAW 0,-6
4
130 PLOT 64,155-16*q: DRAW 64,0
140 NEXT q
150 LET d$="ABCDEFGHGIJKLMNOP"
160 DIM a$(4,4)
170 FOR y=1 TO 4
180 FOR x=1 TO 4
190 LET d=INT (RAND*LEN d$)+1
195 IF LEN d$=0 THEN GO TO 250
200 LET a$(y,x)=d$(d)
210 LET d$=d$(1 TO d-1)+d$(d+1
TO LEN d$)
220 PRINT AT 2*y+3,2*x+9;a$(y,x)
)
230 NEXT x
240 NEXT y
250 LET n=0
260 PRINT AT 19,0;"PRIMA UMA LE
TRA -A letra primida passara par
a o quadrado vazio          PRIMA"
x"" PARA PARAR ""
270 IF INKEY$("<") THEN GO TO 27
0
280 IF INKEY$="" THEN GO TO 280
290 LET b$=INKEY$
300 PRINT AT 16,0;"
"
310 IF CODE b$=68 THEN STOP
320 IF CODE b$<65 OR CODE b$>79
THEN PRINT AT 16,0;"NAO HA ";b$
;" NO TABULEIRO": GO TO 270
330 LET n=n+1
340 PRINT AT 6,29;n
350 FOR y=1 TO 4
360 FOR x=1 TO 4
370 IF SCREEN$(2*y+3,2*x+9)=b$
THEN GO TO 400
380 NEXT x
390 NEXT y
400 IF SCREEN$(2*y+1,2*x+9)="
" THEN PRINT AT 2*y+1,2*x+9;b$:
PRINT AT 2*y+3,2*x+9;" ": GO TO
270
410 IF SCREEN$(2*y+5,2*x+9)="
" THEN PRINT AT 2*y+5,2*x+9;b$:
PRINT AT 2*y+3,2*x+9;" ": GO TO
270
420 IF SCREEN$(2*y+3,2*x+11)="
" THEN PRINT AT 2*y+3,2*x+11;b$
: PRINT AT 2*y+3,2*x+9;" ": GO
TO 270
430 IF SCREEN$(2*y+3,2*x+7)="
" THEN PRINT AT 2*y+3,2*x+7;b$:
PRINT AT 2*y+3,2*x+9;" ": GO TO
270
435
440 PRINT AT 16,0;"*****";b$;"NA
O PODE SER JOGADA"
450 GO TO 270

```

VINTE E UM



O objectivo do jogo é conseguir com duas ou mais cartas atingir o valor de 21 ou o mais próximo possível

Antes do início do jogo será pedida a quantia que deseja arriscar, não podendo ultrapassar o dinheiro que possui.

Principia com (1000\$)

Em caso de empate ganha o SPECTRUM

```

1000 1000
1050 PRINT "
1100 PRINT "O VALOR DAS CARTA
1200 PRINT "
1300 PRINT "AS OUTRAS CARTAS = A
1400 PRINT "O SEU NUMERO"
1500 PRINT "
1600 PRINT "
1700 PRINT "
1800 PRINT "
1900 PRINT "
2000 PRINT "
2100 PRINT "
2200 PRINT "
2300 PRINT "
2400 PRINT "
2500 PRINT "
2600 PRINT "
2700 PRINT "
2800 PRINT "
2900 PRINT "
3000 PRINT "
3100 PRINT "
3200 PRINT "
3300 PRINT "
3400 PRINT "
3500 PRINT "
3600 PRINT "
3700 PRINT "
3800 PRINT "
3900 PRINT "
4000 PRINT "
4100 PRINT "
4200 PRINT "
4300 PRINT "
4400 PRINT "
4500 PRINT "
4600 PRINT "
4700 PRINT "
4800 PRINT "
4900 PRINT "
5000 PRINT "
5100 PRINT "
5200 PRINT "
5300 PRINT "
5400 PRINT "
5500 PRINT "
5600 PRINT "
5700 PRINT "
5800 PRINT "
5900 PRINT "
6000 PRINT "
6100 PRINT "
6200 PRINT "
6300 PRINT "
6400 PRINT "
6500 PRINT "
6600 PRINT "
6700 PRINT "
6800 PRINT "
6900 PRINT "
7000 PRINT "
7100 PRINT "
7200 PRINT "
7300 PRINT "
7400 PRINT "
7500 PRINT "
7600 PRINT "
7700 PRINT "
7800 PRINT "
7900 PRINT "
8000 PRINT "
8100 PRINT "
8200 PRINT "
8300 PRINT "
8400 PRINT "
8500 PRINT "
8600 PRINT "
8700 PRINT "
8800 PRINT "
8900 PRINT "
9000 PRINT "
9100 PRINT "
9200 PRINT "
9300 PRINT "
9400 PRINT "
9500 PRINT "
9600 PRINT "
9700 PRINT "
9800 PRINT "
9900 PRINT "

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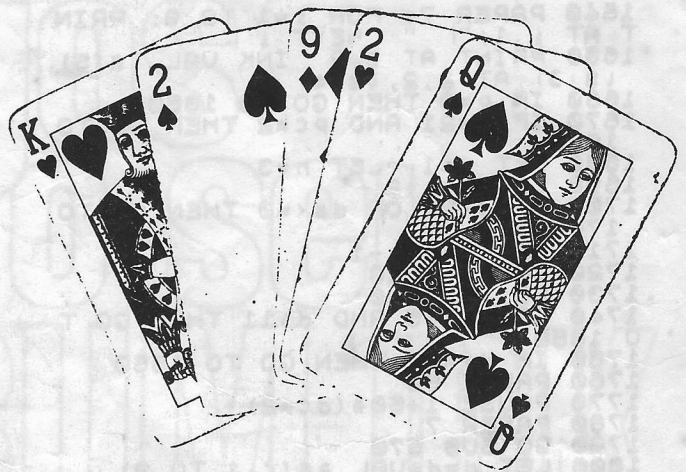
0100 IF PEEK (USR "a") <> 0 THEN G
0200 SUB PRINT 000
0300 PRINT AT 20,0; FLASH 1;" OU
0400 PRINT "tecla para continuar!"
0500 INKEY$="" THEN GOTO 400
0600 PRINT "
0700 PRINT "
0800 PRINT "
0900 PRINT "
1000 PRINT "
1100 PRINT "
1200 PRINT "
1300 PRINT "
1400 PRINT "
1500 PRINT "
1600 PRINT "
1700 PRINT "
1800 PRINT "
1900 PRINT "
2000 PRINT "
2100 PRINT "
2200 PRINT "
2300 PRINT "
2400 PRINT "
2500 PRINT "
2600 PRINT "
2700 PRINT "
2800 PRINT "
2900 PRINT "
3000 PRINT "
3100 PRINT "
3200 PRINT "
3300 PRINT "
3400 PRINT "
3500 PRINT "
3600 PRINT "
3700 PRINT "
3800 PRINT "
3900 PRINT "
4000 PRINT "
4100 PRINT "
4200 PRINT "
4300 PRINT "
4400 PRINT "
4500 PRINT "
4600 PRINT "
4700 PRINT "
4800 PRINT "
4900 PRINT "
5000 PRINT "
5100 PRINT "
5200 PRINT "
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6700 PRINT "
6800 PRINT "
6900 PRINT "
7000 PRINT "
7100 PRINT "
7200 PRINT "
7300 PRINT "
7400 PRINT "
7500 PRINT "
7600 PRINT "
7700 PRINT "
7800 PRINT "
7900 PRINT "
8000 PRINT "
8100 PRINT "
8200 PRINT "
8300 PRINT "
8400 PRINT "
8500 PRINT "
8600 PRINT "
8700 PRINT "
8800 PRINT "
8900 PRINT "
9000 PRINT "
9100 PRINT "
9200 PRINT "
9300 PRINT "
9400 PRINT "
9500 PRINT "
9600 PRINT "
9700 PRINT "
9800 PRINT "
9900 PRINT "

```

```

00300 IF Z=1 THEN GO TO 770
00310 LET F=CODE AS(C,3): LET FS=
00320 AS(C,4)
00330 INK VAL AS(C,5)
00340 PRINT AT V+1,H+1;FS;AT V+7,
00350 H+5;FS
00360 PRINT AT V+2,H+1;AS(C,3);AT
00370 V+8;AS(C,3)
00380 IF FS=66 OR FS=67 OR
00390 FS=68 THEN PRINT AT V+1,H+2;FS;"
00400 "
00410 IF FS=69 OR FS=70 OR FS=71 THEN
00420 PRINT AT V+2,H+2;FS;" "
00430 IF FS=72 OR FS=73 OR FS=74 THEN
00440 PRINT AT V+3,H+2;FS;" "
00450 IF FS=75 OR FS=76 OR FS=77 THEN
00460 PRINT AT V+4,H+2;FS;" "
00470 IF FS=78 OR FS=79 OR FS=80 THEN
00480 PRINT AT V+5,H+2;FS;" "
00490 IF FS=81 OR FS=82 OR FS=83 OR
00500 FS=84 THEN PRINT AT V+6,H+2;FS;"
00510 "
00520 IF FS=85 OR FS=86 OR FS=87 OR
00530 FS=88 THEN PRINT AT V+7,H+2;FS;"
00540 "
00550 IF FS=89 THEN PRINT AT V+8,H+2;FS;"
00560 "
00570 IF FS=90 THEN PRINT AT V+9,H+2;FS;"
00580 "
00590 IF FS=91 THEN PRINT AT V+10,H+2;FS;"
00600 "
00610 IF FS=92 THEN PRINT AT V+11,H+2;FS;"
00620 "
00630 IF FS=93 THEN PRINT AT V+12,H+2;FS;"
00640 "
00650 IF FS=94 THEN PRINT AT V+13,H+2;FS;"
00660 "
00670 IF FS=95 THEN PRINT AT V+14,H+2;FS;"
00680 "
00690 IF FS=96 THEN PRINT AT V+15,H+2;FS;"
00700 "
00710 IF FS=97 THEN PRINT AT V+16,H+2;FS;"
00720 "
00730 IF FS=98 THEN PRINT AT V+17,H+2;FS;"
00740 "
00750 IF FS=99 THEN PRINT AT V+18,H+2;FS;"
00760 "
00770 IF FS=100 THEN PRINT AT V+19,H+2;FS;"
00780 "
00790 IF FS=101 THEN PRINT AT V+20,H+2;FS;"
00800 "
00810 IF FS=102 THEN PRINT AT V+21,H+2;FS;"
00820 "
00830 IF FS=103 THEN PRINT AT V+22,H+2;FS;"
00840 "
00850 IF FS=104 THEN PRINT AT V+23,H+2;FS;"
00860 "
00870 IF FS=105 THEN PRINT AT V+24,H+2;FS;"
00880 "
00890 IF FS=106 THEN PRINT AT V+25,H+2;FS;"
00900 "
00910 IF FS=107 THEN PRINT AT V+26,H+2;FS;"
00920 "
00930 IF FS=108 THEN PRINT AT V+27,H+2;FS;"
00940 "
00950 IF FS=109 THEN PRINT AT V+28,H+2;FS;"
00960 "
00970 IF FS=110 THEN PRINT AT V+29,H+2;FS;"
00980 "
00990 IF FS=111 THEN PRINT AT V+30,H+2;FS;"
01000 "
01010 IF FS=112 THEN PRINT AT V+31,H+2;FS;"
01020 "
01030 IF FS=113 THEN PRINT AT V+32,H+2;FS;"
01040 "
01050 IF FS=114 THEN PRINT AT V+33,H+2;FS;"
01060 "
01070 IF FS=115 THEN PRINT AT V+34,H+2;FS;"
01080 "
01090 IF FS=116 THEN PRINT AT V+35,H+2;FS;"
01100 "
01110 IF FS=117 THEN PRINT AT V+36,H+2;FS;"
01120 "
01130 IF FS=118 THEN PRINT AT V+37,H+2;FS;"
01140 "
01150 IF FS=119 THEN PRINT AT V+38,H+2;FS;"
01160 "
01170 IF FS=120 THEN PRINT AT V+39,H+2;FS;"
01180 "
01190 IF FS=121 THEN PRINT AT V+40,H+2;FS;"
01200 "
01210 IF FS=122 THEN PRINT AT V+41,H+2;FS;"
01220 "
01230 IF FS=123 THEN PRINT AT V+42,H+2;FS;"
01240 "
01250 IF FS=124 THEN PRINT AT V+43,H+2;FS;"
01260 "
01270 IF FS=125 THEN PRINT AT V+44,H+2;FS;"
01280 "
01290 IF FS=126 THEN PRINT AT V+45,H+2;FS;"
01300 "
01310 IF FS=127 THEN PRINT AT V+46,H+2;FS;"
01320 "
01330 IF FS=128 THEN PRINT AT V+47,H+2;FS;"
01340 "
01350 IF FS=129 THEN PRINT AT V+48,H+2;FS;"
01360 "
01370 IF FS=130 THEN PRINT AT V+49,H+2;FS;"
01380 "
01390 IF FS=131 THEN PRINT AT V+50,H+2;FS;"
01400 "
01410 IF FS=132 THEN PRINT AT V+51,H+2;FS;"
01420 "
01430 IF FS=133 THEN PRINT AT V+52,H+2;FS;"
01440 "
01450 IF FS=134 THEN PRINT AT V+53,H+2;FS;"
01460 "
01470 IF FS=135 THEN PRINT AT V+54,H+2;FS;"
01480 "
01490 IF FS=136 THEN PRINT AT V+55,H+2;FS;"
01500 "
01510 IF FS=137 THEN PRINT AT V+56,H+2;FS;"
01520 "
01530 IF FS=138 THEN PRINT AT V+57,H+2;FS;"
01540 "
01550 IF FS=139 THEN PRINT AT V+58,H+2;FS;"
01560 "
01570 IF FS=140 THEN PRINT AT V+59,H+2;FS;"
01580 "
01590 IF FS=141 THEN PRINT AT V+60,H+2;FS;"
01600 "
01610 IF FS=142 THEN PRINT AT V+61,H+2;FS;"
01620 "
01630 IF FS=143 THEN PRINT AT V+62,H+2;FS;"
01640 "
01650 IF FS=144 THEN PRINT AT V+63,H+2;FS;"
01660 "
01670 IF FS=145 THEN PRINT AT V+64,H+2;FS;"
01680 "
01690 IF FS=146 THEN PRINT AT V+65,H+2;FS;"
01700 "
01710 IF FS=147 THEN PRINT AT V+66,H+2;FS;"
01720 "
01730 IF FS=148 THEN PRINT AT V+67,H+2;FS;"
01740 "
01750 IF FS=149 THEN PRINT AT V+68,H+2;FS;"
01760 "
01770 IF FS=150 THEN PRINT AT V+69,H+2;FS;"
01780 "
01790 IF FS=151 THEN PRINT AT V+70,H+2;FS;"
01800 "
01810 IF FS=152 THEN PRINT AT V+71,H+2;FS;"
01820 "
01830 IF FS=153 THEN PRINT AT V+72,H+2;FS;"
01840 "
01850 IF FS=154 THEN PRINT AT V+73,H+2;FS;"
01860 "
01870 IF FS=155 THEN PRINT AT V+74,H+2;FS;"
01880 "
01890 IF FS=156 THEN PRINT AT V+75,H+2;FS;"
01900 "
01910 IF FS=157 THEN PRINT AT V+76,H+2;FS;"
01920 "
01930 IF FS=158 THEN PRINT AT V+77,H+2;FS;"
01940 "
01950 IF FS=159 THEN PRINT AT V+78,H+2;FS;"
01960 "
01970 IF FS=160 THEN PRINT AT V+79,H+2;FS;"
01980 "
01990 IF FS=161 THEN PRINT AT V+80,H+2;FS;"
02000 "

```



```

star mais"; AT 16,9;"que o dinhei
ro que tem!"
1200 PRINT AT 10,-10;BEEP .3,-30
1210 PRINT AT 14,9;"
"; AT 16,8;"

```

```

1220 GO TO 1090
1240 GO TO 1200
1250 PRINT AT 11,0;"apostou ";be
t";"
1260 LET V=1: LET H=3
1270 GO SUB 670
1280 LET D=D+VAL AS(C,1 TO 2)
1290 IF VAL AS(C,1 TO 2)=11 THEN
LET
DA=DA+1
1300 IF DA=2 THEN LET D=12: LET
DA=1
1310 LET C=C+1
1320 LET V=13
1330 GO SUB 670
1340 LET P=P+VAL AS(C,1 TO 2)
1350 IF VAL AS(C,1 TO 2)=11 THEN
LET
PA=PA+1
1360 IF PA=2 THEN LET P=12: LET
PA=1
1370 LET C=C+1
1380 LET PC=2: LET DC=2
1390 LET H=H+2
1400 IF P=21 AND PC=2 THEN GO TO
1610
1410 PRINT AT 11,15; PAPER 7; FL
ASH 1;"outra carta?(s/n)"
1420 LET CS=INKEY$
1430 IF NOT (CS="S" OR CS="N" OR
CS="") THEN GO TO 14
20
1440 IF INKEY$="" THEN GO TO 14
40
1450 PRINT AT 14,H+7;"
"; AT 16,H+9;"
"
1460 IF CS="N" OR CS="" THEN GO
TO 1610
1470 LET PC=PC+1
1480 GO SUB 670
1490 LET P=P+VAL AS(C,1 TO 2)
1500 IF VAL AS(C,1 TO 2)=11 THEN
LET
PA=PA+1
1510 LET C=C+1
1520 IF P<22 OR PA<=0 THEN GO TO
1560
1530 LET PA=PA-1
1540 LET P=P-10
1550 GO TO 1520
1560 IF P>21 THEN GO TO 1580
1570 GO TO 1390
1580 PRINT AT 17,20; PAPER 7; FL
ASH 1;"REBENTOU"
1590 LET P=0
1600 GO TO 1640
1610 PRINT AT 15,20; PAPER 7;"So
m"
1620 IF PC=5 THEN PRINT AT 15,h
+7; PAPER 7; FLASH 1;"

```

```

1540 PAPER 7: FOR i=1 TO 9: PRIN
T AT i,1;" " NEXT i
1650 PRINT AT 3,2 INK VAL (S(5)
(S(3) AT 2,2,(S(4)
1660 IF p=0 THEN GO TO 1650
1670 IF p=21 AND pc=2 THEN GO TO
1680
1690 LET v=1 LET h=3
1700 LET j=h+8
1710 IF d<22 OR d<=0 THEN GO TO
1740
1710 LET da=da-1
1720 LET d=rd-10
1730 GO TO 1700
1740 IF dc>=5 AND d>11 THEN GO T
O 1680
1750 IF d>=17 THEN GO TO 1650
1760 PAUSE 50
1770 PAUSE 50
1780 PAUSE 1+50*(dc=2)
1790 PAUSE 7
1800 GO SUB 570
1810 LET d=d+VAL a$(c,1 TO 2)
1820 IF VAL a$(c,1 TO 2)=11 THEN
LET da=da+1
1830 LET c=c+1
1840 LET dc=dc+1
1850 GO TO 1690
1860 IF d>21 THEN LET d=0
1870 PAPER 7: INK 0
1880 LET j=dc+2
1890 PRINT AT 9,20;"SPEC ";
1900 PRINT AT 9,j+(22-(d=0));
1910 IF d=0 THEN PRINT AT 3,20;
FLASH 1;"REBENTEI"
1920 IF d>0 THEN PRINT ; FLASH 1
;d
1930 IF d=0 THEN LET dc=3
1940 IF p=0 THEN LET pc=3
1950 IF d=21 AND dc=2 THEN LET p
=0
1960 IF pc=2 AND p=21 THEN LET d
=0
1970 IF dc>=5 AND d>0 AND pc<5 T
HEN LET p=0
1980 IF pc>=5 AND p>0 AND dc<5 T
HEN LET d=0
1990 IF pc>=5 AND dc>=5 AND d>=p
THEN LET p=0
2000 IF d>=p THEN PRINT AT 1,20;
FLASH 1;"Ganhei": BEEP 1,-10: B
EEP .3,-20
2010 IF p>d THEN PRINT AT 13,20;
FLASH 1;"Ganhou": FOR f=0 TO 30
: BEEP .01,f: BEEP .01,f+10: NEX
T f
2020 IF d>=p THEN LET st=st-bet

```

```

2020 IF d<p THEN LET st=st+bet
2030 IF pc>=5 AND p>0 THEN LET s
t=st+(bet/2)
2040 IF pc=2 AND p=21 THEN LET s
t=st+(bet/2)
2050 LET st=INT st
2060 PAUSE 100
2070 PAPER 4
2080 CLS
2090 IF st>0 THEN GO TO 930
2100 PAPER 7
2110 PRINT AT 8,3;"Perdeu todo o
seu dinheiro"
2120 FOR i=1 TO 50: NEXT i
2130 PRINT AT 11,1;"qualquer tec
la para novo jogo"; AT 14,3;"Use
"ENTER" para terminar"
2140 LET v=CODE INKEY$
2150 IF v=0 THEN GO TO 2140
2160 PAPER 4
2170 CLS
2180 IF v=13 THEN GO TO 2210
2190 LET st=1000: LET x=x+1
2200 GO TO 930
2210 BORDER 1: PAPER 1: INK 7
2220 CLS
2230 PRINT AT 8,1;"ADEUS, foi um
prazer ficar com"; AT 10,1;"todo
o seu dinheiro"
2240 PRINT AT 12,8;"Perdeu os ";
x*100;"$";
2250 BEEP .1,(RAND*10): GO TO 225
0
2260 RESTORE
2270 FOR f=USR "a" TO USR "i"+7
2280 READ a
2290 POKE f,a
2300 NEXT f
2310 DATA 0,0,0,0,0,0,0,0
2320 DATA 170,85,170,85,170,85,1
70,85
2330 DATA 0,56,56,16,214,254,214
,16
2340 DATA 0,16,56,124,254,124,56
,16
2350 DATA 170,170,85,85,170,170,
170,85
2360 DATA 0,108,254,254,124,124,
56,16
2370 DATA 0,16,56,124,254,254,21
4,16
2380 DATA 152,164,164,164,164,16
4,154,152
2390 DATA 128,128,128,128,128,12
8,128,128
2400 RETURN

```

